

CLAIMS

WHAT IS CLAIMED IS:

1. An apparatus for playing a game, comprising:
 - 2 a game board comprising of one or more starting points, a plurality of
non-absorbent points, and a plurality of absorbent points;
 - 4 a game piece selectively positionable on the game board;
 - a random number generator; and
 - 6 one or more player stations, the player stations comprising one or more
betting areas.
2. The apparatus of claim 1 wherein the plurality of non-absorbent points
 - 2 are positioned about one of said one of more starting points and the plurality of
absorbent points are positioned about the plurality of non-absorbent points.
3. The apparatus of claim 1 further wherein the player stations further
 - 2 comprising an inchoate position.
4. The apparatus of claim 1 wherein the game board is square-shaped.
5. The apparatus of claim 1 wherein the game board is diamond-shaped.

6. The apparatus of claim 1 wherein the absorbent point is either positive or
2 negative.

7. The apparatus of claim 6 wherein the positive absorbent point
2 corresponds to a swim or a safe point and the negative absorbent point corresponds to a
sink or an edge point.

8. The apparatus of claim 1 wherein one or more possible wagers include a
2 sink bet, a safe bet, a sink-emperor bet, and a safe-emperor bet, or a combination
thereof.

9. The apparatus of claim 1 wherein one or more wagers include a swim
2 bet, a wager based on duration, a proposition bet, a place bet, a wager that the game-
piece will enter one or more given states prior to entering one or more other states, or a
4 combination thereof.

10. The apparatus of claim 1 wherein the random number generator is a
2 roulette wheel.

11. The apparatus of claim 1 wherein the random number generator is one or
2 more coins.

12. The apparatus of claim 1 wherein the random number generator is a
2 computer.

13. The apparatus of claim 1 wherein the number generator is at least one
2 deck of playing cards.

14. The apparatus of claim 1 wherein the random number generator is a
2 sporting event, a horse race, a gambling event, or a meteorological event, or a
combination thereof.

15. The apparatus of claim 13 wherein the player cards comprise cards
2 having at least one suit and at least one color.

16. The apparatus of claim 1 wherein the random generator is one or more
2 dice.

17. The apparatus of claim 1 wherein the random number generator is a first
2 die and a second die.

18. The apparatus of claim 17 wherein the first and second dice have six
2 faces, wherein the three faces of the first die have a first marking, three faces of the
first die have a second marking, three faces of the second die have a third marking, and

4 the three faces of the second die have a fourth marking.

19. The apparatus of claim 18 wherein the first, second, third, and fourth
2 markings are north, south, east, and west.

20. The apparatus of claim 18 wherein the first, second, third, and fourth
2 markings are card suits, the cards suits being clubs, hearts, spades, and diamonds.

21. A method of playing a game, comprising:
2 a) a game board comprising of one or more starting points, a plurality
of non-absorbent points, and a plurality of absorbent points; a game
4 piece selectively positionable on the game board; and a random
number generator;
6 b) placing one or more wagers;
c) generating a random number, wherein the random number
8 corresponds to a point on the game board;
d) determining whether the point is absorbing or non-absorbing; and
10 e) resolving wagers accordingly to game rules.

22. The method of claim 21 wherein step (e) further comprises calculating
2 inchoate cargo for the one or more wagers based upon whether the point is a non-
absorbing or absorbing point.

23. The method of claim 21 further comprising determining if the game
2 continues or ends.

24. The method of claim 21 wherein the random number generator is one or
2 more decks of cards, one or more dice, one or more coins, a roulette wheel, a sporting
event, a horse race, a meteorological event, or a computer.

25. The method of claim 21 wherein the one or more wagers correspond to a
2 positive absorbent point or a negative absorbent point.

26. The method of claim 25 wherein the positive absorbent point corresponds
2 to a safe or a swim point and the negative absorbent point corresponds to a sink or an
edge point.

27. The method of claim 21 wherein the wagers are a sink bet, a safe bet, a
2 sink-emperor bet, a safe-emperor bet, an insurance bet, a wager based on duration, a
place bet, a wager that the game-piece will enter one or more given states prior to
4 entering one or more other states, or a combination thereof.

28. A method of playing a game, comprising:
2 a) providing an apparatus of claim 1;
b) placing one or more wagers;

- 4 c) generating a random number, wherein the random number
corresponds to a point of the game board;
- 6 d) determining whether the point is a non-absorbing or an absorbing
point;
- 8 e) calculating inchoate cargo for the one or more wagers based upon
whether the point is a non-absorbing or absorbing point; and
- 10 f) resolving wagers according to game rules.

29. The method of claim 28 further comprising determining if the game
2 continues or ends.

30. The method of claim 28 wherein the one or more wagers correspond to a
2 positive absorbent point or a negative absorbent point.

31. The method of claim 30 wherein the positive absorbent point corresponds
2 to a safe or a swim point and the negative absorbent point corresponds to a sink or an
edge point.

32. The method of claim 28 wherein the random number generator is one or
2 more decks of cards, one or more dice, one or more coins, a roulette wheel, a sporting
event, a horse race, a meteorological event, or a computer.

33. The method of claim 28 wherein one or more wagers include a swim bet,
2 a wager based on duration, a proposition bet, a place bet, a wager that the game-piece
will enter one or more given states prior to entering one or more other states, or a
4 combination thereof.

34. A random number generator, comprising:
2 at least one device having 6 sides, wherein the first 3 sides have a first
marking and the second three sides have a second marking, and
4 wherein the first marking and the second marking are distinct.

35. The random number generator of claim 34 wherein the first marking and
2 the second marking are selected from the group consisting of north, south, east, and
west.

36. The random number generator of claim 34 wherein the first marking and
2 the second marking are selected from the group consisting of northwest, northeast,
southwest, and southeast.

37. The random number generator of claim 34 wherein the first marking and
2 the second marking are selected from the group consisting of up, down, right, and left.